
Subject: Re: Intro + Some Questions

Posted by [Altzan](#) on Thu, 02 Oct 2008 13:16:22 GMT

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I'm positive it's the physics. I might need to play the mod with the hovercraft, get in it, use the Edit_Vehicle command, and copy down the physics settings... that feels like stealing though

Hunt the player would probably work. I think it would be cool for a bot tank to spawn/be built, goto the nearest person, follow them, and shoot enemies. I'll try to test the effectiveness of that soon when I have time.

Hopefully the hunt script will make it follow the nearest player, not just the host or something similar.
